



AVATAR

L E G E N D S

THE ROLEPLAYING GAME



ROKU ERA



ADVENTURE

AN URGENT REQUEST



CREDITS

Project Manager

Elizabeth Chaipraditkul

Lead Designer

Brendan Conway

Additional Design

Mark Diaz Truman

Development

Elizabeth Chaipraditkul, Brendan Conway,
Marissa Kelly, Mark Diaz Truman

Writing

Danielle Lauzon, Elizabeth
Chaipraditkul, Brendan Conway

Layout and Graphic Design

Miguel Ángel Espinoza

Art Direction

Marissa Kelly

Art

Avatar Studios & Viacom
International Incorporated
Miguel Ángel Espinoza, Abe Dieckman,
Patrick Spaziante, Richard Suh

Chinese Translation

Dr. Lee Siu-Leung, Tony Lee

Calligraphy

Dr. Lee Siu-Leung

Licensing Liaison

Mark Diaz Truman

Staff Support

Kate Bullock, Derrick Kapchinsky, Adam
McEwen, Val Osbourn, Chris Samson

Special thanks to:

Lourdes Arocho, Christi Cardenas, Emilie Cruz, Michael Dante
DiMartino, Arthur "DJ" Desin, Joan Hilty, Amy Jarashow, Bryan Konietzko,
Claire Posner-greco, James Salerno, Russ Spina, Jeff Whitman

Avatar Legends: The Roleplaying Game was designed by:

Brendan Conway, James Mendez Hodes, Marissa Kelly, Mark Diaz Truman

With contributions from:

Sharang Biswas, Elizabeth Chaipraditkul, Miguel Ángel Espinoza, Lee Francis
IV, Sen-Foong Lim, Yeonsoo Julian Kim, Daniel Kwan, Alexi Sargeant

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Apocalypse framework originally developed by Meguey and Vincent Baker.



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AN URGENT REQUEST

An Urgent Request is a standalone adventure set in the Roku Era. If you've never run a game of **Avatar Legends: The Roleplaying Game** before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **An Urgent Request** can also be used in an ongoing Roku Era campaign. The adventure is set in the Fire Nation and features a plot against Princess Zeisan and the Guiding Wind, a rogue movement of Air Nomads.

The Fire Nation princess, Zeisan, is engaged to the leader of the Guiding Wind, an Air Nomad named Khandro, and their wedding is nigh. News of the celebration is all over the nation's capital. As part of the festivities leading up to the wedding, the princess is giving a lecture on the Guiding Wind's principles for all to hear in Hari Bulkan. Fire Lord Sozin believes his sister is out to dethrone him, and in a move to discredit her, is planning to interrupt the lecture with undercover Fire Nation soldiers pretending to be radical Air Nomads. Air Nomad Sister Rioshon has discovered the plot to ruin the lecture and asks the heroes to warn Princess Zeisan before it's too late.

USING THIS ADVENTURE

The contents of this adventure create a sandbox for your PCs, a setting in which they can choose any path they'd like to move the story forward. Some of the tools you can find here are:

- The “Summary” provides an outline of the adventure and explains the various issues the players face.
- The “Introduction” brings the PCs into the story and sets up your group to undertake the adventure.
- “Important Characters & Groups” provides expanded descriptions and relevant rules information for the characters and groups PCs might encounter.
- “Important Locations” features different areas for the PCs to explore during the adventure and explains where important characters might be found.
- “GM Advice” contains additional guidance for this adventure just for the GM and gives advice on how the adventure could end.

NO PATH TO THE END?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics are written into this adventure, beyond the escalations and some information about various characters. **Avatar Legends: The Roleplaying Game** relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Since every significant action a PC takes drives the action of the game forward, **there is no prescribed order of events**. In fact, there is no singular way to resolve the situation at hand. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It's your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

You can read more about running **Avatar Legends: The Roleplaying Game** in the core book, **Chapter 8: Running the Game**, and more about how moves shape play in **Chapter 3: Fundamentals of Play**.

USING THE PREGENERATED CHARACTERS

There are four pregenerated characters at the end of this adventure. Each character has a unique history, playbook, and set of stats. These characters are based on the ones used in the **Avatar Legends All-Star Actual Play**, which you can watch on YouTube. Your players can use these characters to play through this adventure, or they can create their own as explained in the **Avatar Legends: The Roleplaying Game** core book.

The pregenerated characters have their moves, feature elements, and techniques already chosen; players need only decide whether to shift their balance by one step at the start of play, and which principle to shift it toward. Players can adjust the pregenerated characters to make themselves more comfortable, altering names, look, and even mechanical elements if they are familiar enough to make that choice. The characters are designed to work well with the current elements included and the adventure as presented, but as always, if the GM and player agree then they can make changes. After selecting the pregenerated characters, players will still go through the process of filling out connections with each other.

SUMMARY

The heroes discover that there is a plot to discredit **Princess Zeisan** and the Air Nomads at her pre-wedding symposium to promote Air Nomad ideals to Fire Nation nobles. The plot was concocted by **Minister Zianda** in order to get in the good graces of the princess's brother, **Fire Lord Sozin**. The Fire Lord wants his sister's plans stopped and though he has given no official orders, he has made it clear to his underlings that they must see his will done. Zianda's plot to discredit the Air Nomads is all his own invention, and involves Firebenders pretending to be Airbenders, disrupting the symposium with anti-nobility propaganda, and attacking the nobles there. Zianda hopes this might even help blow up the political marriage between Zeisan and Khandro, leader of the Guiding Wind, further casting Air Nomad influence out of the Fire Nation.

Sister Rioshon of the Air Nation uncovers what is happening and asks the PCs to warn the princess of the plot as she is unable to do so herself for personal reasons. As they make their way to the symposium, they are stopped by **Tiger-Monkey**, a spy sent to investigate the Air Nomads by nobility, who suspects the PCs of working against the Fire Nation. The heroes must escape from Tiger-Monkey or convince him to let them go. When they arrive at the symposium, they must unmask the Firebenders and prevent them from causing a chaotic incident that will undermine the Air Nomads in the eyes of the world.

BROTHER AND SISTER

Fire Lord Sozin is working to prove himself a stronger leader than his father. Unfortunately, the current Fire Lord is a petty and insecure man. Princess Zeisan is convinced that her brother's insecurities will lead him down a dark path and is attempting to disrupt his increasingly brutal actions as much as she possibly can. Zeisan follows Air Nomad teachings and is set to marry Khandro, the leader of the Guiding Wind, a disruptive faction of Air Nomads. She believes that if more of the Fire Nation followed the Air Nomad teachings, they would turn away from Fire Lord Sozin and his xenophobic fearmongering.

Fire Lord Sozin is aware that his sister is attempting to undermine him and wants to thwart her by discrediting her and her Air Nomad teachings. Their current conflict started with arguments and accusations as Sozin interrogated Zeisan's beliefs, but it has now escalated to the Fire Lord spreading propaganda around the city concerning the Guiding Wind's radical ideas. Worried Fire Nation nobles who've bought into Sozin's propaganda machine have asked an independent investigator, Tiger-Monkey, to find out what the Air Nomads in the city are up to and bring them evidence if they're working against the throne. Tiger-Monkey is a master spy and is now keeping tabs on anyone associated with the Guiding Wind.



AIR NOMAD RIOSHON AND THE MYSTERY ATTACKS

Air Nomad Sister Rioshon is in the Fire Nation Capital on the invitation of Fire Nation nobility to act as a teacher to their children, and to check in on her own people in the city. And so what if Princess Zeisan's wedding is nigh, and Rioshon might have a chance to see the princess, if only from afar? Rioshon regularly tries to convince herself that that is not why she is here.

Fire Lord Sozin doesn't trust Rioshon, and has declared her a guest of the royal family, assigning her an apartment in Hari Bulkan and attaching a retinue of Fire Nation soldiers to keep tabs on her. They are there under the guise of being guides and protectors, but **Rioshon knows she is being kept under watch**.

Sozin knows that Rioshon was one of Zeisan's most beloved teachers, but he has only learned hints of the depth of their relationship. Rioshon trained Zeisan in chi-blocking, and the two also formed a meaningful, deeply personal bond—in fact, though neither said so out loud, each was in love with the other. The two women still have feelings for one another despite the fact that Zeisan is betrothed to another. Rioshon would never do anything to disrupt the marriage though; Zeisan has sacrificed too much to free the Fire Nation from her brother's grasp, and Rioshon knows Zeisan would always choose her duty to the people over her own feelings. Rioshon is pointedly avoiding direct contact with Princess Zeisan while she's in the Capital to

avoid any further suspicion from Sozin. But going to some of the wedding celebrations to see Zeisan from a distance couldn't hurt...that is, if other crises don't interfere.

In the past week, several Air Nomads have complained about having their clothes stolen, whether straight from a drying line or after an attack by masked assailants in the city's alleys. Many of these Air Nomads confided in Rioshon; she was immediately suspicious of the attacks, seeing as the Air Nomads were left mostly unharmed, the only real consequence being their missing robes. With Princess Zeisan's symposium on Air Nomad teachings so close, Rioshon's suspicions grew—the attacks had to be related to some conspiracy against the symposium and Zeisan.

Because Rioshon is keeping her distance from Princess Zeisan, she finds herself in a bit of a predicament. She feels she needs to warn the princess that her brother might be up to something and that the symposium is at risk, but she can't do it herself or even with her fellow Air Nomads—all of them risk being easily identified. This is especially true because she is being followed by Fire Nation soldiers who are keeping tabs on her. It also doesn't help that Tiger-Monkey has been investigating her, and she is worried that he will tie her to whatever plot is being cooked up around the Air Nomads.

THE SYMPOSIUM

The princess's oncoming nuptials gave her the chance to schedule celebratory activities. Zeisan seized the opportunity to set up a symposium to discuss her betrothed's lessons, centered upon the Guiding Wind, their teachings, and a refutation of Sozin's xenophobic propaganda. She has invited high-ranking nobles, military officers, and the royal court to the symposium, and it is open to all other members of the public. She's hosting the symposium in Hari Bulkan, and anyone who can make it to the square there is welcome. Princess Zeisan hopes to continue to sway the minds of her peers through this symposium and combat her brother's propaganda campaign.

Sozin is well aware of his sister's intentions and has tacitly given Minister Zianda the go-ahead for a plot to undermine the princess, disrupt the symposium, and discredit the Guiding Wind all at the same time. Zianda plans to do this by having Fire Nation soldiers pose as Air Nomads and attack the symposium and its attendees, all the while espousing xenophobic and anti-Fire Nation propaganda. He hopes to make it appear that the whole symposium was a Guiding Wind trap. Zianda has put Mio, one of Fire Lord Sozin's trusted bodyguards, in charge of the Firebenders who are going to pose as Air Nomads. Mio has developed several clever devices to allow the group to pretend to be Airbenders. She has equipped her group with gliders that they can firebend into, allowing them to glide similar to a hot air balloon, and additional tanks that allow them to create bursts of hot air. They plan to use these devices at the symposium to simulate an Air Nomad attack.

THE SPY

Before the heroes reach the princess they should interact with Tiger-Monkey. Tiger-Monkey is a capable spy and Firebender, but he operates freely, taking work from those who can pay, or from those he deems worthy. He's currently working on behalf of Fire Nation nobility hoping to better get a read on the situation concerning the Air Nomads. Between Zeisan's actions and teachings and the Fire Lord's propaganda, there is a lot of noise concerning the Air Nomads; Tiger-Monkey's duty is to determine what the truth of the Air Nomads, and in particular the Guiding Wind, really is. He isn't explicitly an ally of the PCs, nor is he an opponent...but he is suspicious of them and their contacts with Rioshon.

Tiger-Monkey is following the heroes and will approach them the moment he realizes they are making their way to Hari Bulkan. When he confronts them, he'll seek answers. If they can provide satisfactory answers, he might leave them alone for now...although he's unlikely to stop following them. If they can implore him for help and convince him of their cause, he might even help them out, journeying alongside them...but he needs real evidence of some kind to buy into their words. If they try to fight him, or are cagey about what they are planning on doing in Hari Bulkan, he will act as an enemy and try to thwart their plans. Dealing with Tiger-Monkey in that case might take up a lot of the heroes' time.

THE CLOCK

When this adventure starts the symposium is happening within the day, and the PCs only have a short amount of time to inform the princess of the plot. The Fire Nation Capital is huge and getting from where the heroes first learn about the plot to seeing Princess Zeisan will take hours. So, this adventure has a four-part clock which will tick forward every time a significant amount of time passes. The clock is public, shown to the players every step of the way—they know that time is passing!

The GM marks one segment of the clock when either of the following occurs:

- The PCs take a significant amount of time to do something—for example, hiding out in the back room of a tea house while Tiger-Monkey searches the area.
- The PCs are hindered in their travels—for example, the heroes stop along the way to help out an Air Nomad being harassed by a group of guards.

The ticking of the clock represents approximately an hour or two passing and the pressure mounting on the PCs. Ticking the next segment of the clock only has to do with time passing, not the exact action the PCs take. GMs should use time (and the ticking of a segment) as a common cost or complication for PCs' moves.

If all four sections of the clock are filled, the Firebenders attack Princess Zeisan's symposium, even if the PCs aren't there. Make sure the players know that the clock is their timer and that they need to get to the princess sooner rather than later.

THE CITY IN CELEBRATION

The Fire Nation Capital is a large city, built in winding curves and circles flowing across the island and around the central volcano caldera where the wealthiest part of the city, Hari Bulkan, sits. It's lively and full, and anyone would need some time to truly learn its ins and outs. Even those who call it home might not be able to easily find their way around neighborhoods and areas they're not familiar with.

What's more, the city is now in the throes of the celebration leading up to Zeisan's wedding to Khandro! As befits tradition, many a festival and feast fill the city streets. The many different parts of the city have their own celebrations, and then the city as a whole and the royal family are putting on their own displays—including the very symposium hosted by Zeisan and targeted by Zianda.

All of which is to say, the city is currently at its least navigable! Even those familiar with the city streets might find them warped by the festivities, with alleys closed off and the environment festooned with fire lilies and other decorations.

Many of the NPC antagonists throughout this adventure—Mio's Firebenders and Minister Zianda, in particular—have ways to move more quickly through the city, from passages hidden by prior royals to sewer access points to simply flashing important badges of office to demand impeding crowds get out of the way. The PCs, meanwhile, might be able to rely upon their own knowledge of the city (if they have any), but they will almost certainly be crossing some boundary between areas they are familiar with and areas they aren't. And even when moving through familiar areas, they're likely to be held up by celebrations and crowds, creating ample opportunity for them to be caught out by foes or even just to tick the clock forward.

As the GM, keep in mind that the journey through the city isn't simple for the PCs—and the additional advantages held by some of their opponents mean they can move much more quickly across the city!

GETTING TO THE PRINCESS

After speaking to Rioshon (outlined in the **Introduction**), the heroes need to find the Fire Nation princess. Members of the Guiding Wind are present in the city, keeping an eye on many of these goings-on. One of them can lead the PCs to Khandro, who will know where to find the princess. Khandro is easy to find in Hari Bulkan and is a good intermediary between the PCs and the princess. Khandro can guide the heroes to Princess Zeisan if they get lost while trying to find her, but if they don't convince him of their relation to Sister Rioshon, he might become a block to getting to the princess as he doesn't have a reason to trust them. He doesn't recognize the token that Rioshon gave to the PCs, if they still have it—that is a personal token with meaning for Zeisan and Rioshon. Khandro wants Zeisan protected and wants to avoid the Guiding Wind being incriminated, so he is ultimately aligned with the PCs and even Rioshon in this conflict, even if Khandro and Rioshon have many other disputes between them.

Knowing where Zeisan is doesn't get the PCs there, however. On the way, they can be waylaid by many other conflicts. The Fire Nation has mixed opinions about the Guiding Wind and Air Nomads due to Fire Lord Sozin's propaganda against them. While

the PCs travel through the city, they could run into Fire Nation soldiers who are looking for Air Nomads to harass. Even if the heroes are wearing disguises, they might witness an event where soldiers are harassing some Air Nomads, and want to deal with it. Also, they might get harassed by Mio's disguised Firebenders.

Mio and her Firebenders plan to attack the symposium while it is underway. If the PCs get to Zeisan before the symposium, she will direct them to wait and let the Firebenders attack so they can expose them in the act. If they get to the symposium just in time, they will have to work quickly to stop and expose the Firebenders—and if they don't identify themselves to Zeisan, she might mistakenly think they're a part of the conspiracy and try to stop them! The PCs receive a token from Sister Rioshon, a small fan from her time with Zeisan, that proves their connection to Rioshon and earns Zeisan's trust...but if the PCs have lost the token, they're going to have a harder time proving themselves, especially if the first time Zeisan sees them they're causing chaos at her symposium!

ESCALATIONS

The situation in the Fire Nation Capital is complex, but time is of the essence for trying to stop the minister's minions from interrupting the princess's symposium. Despite this, there isn't a set way for the events of the day to unfold. Instead, you can use escalations if the conflicts start to falter, revealing new information about the situation and forcing the PCs to choose sides. Escalations can present a conflict the heroes haven't interacted with yet, put them in danger, or force them to act. If things start to quiet down in game and you're not sure what to do, use an escalation. Here are some examples of escalations you can use:

- Mio's Firebenders need one more set of clothing and plan to attack an Air Nomad and steal his clothes after rendering him unconscious. The PCs happen to be nearby when this happens and they must decide if they are going to help the Air Nomad. Intervening will protect the Air Nomad and ensure Mio's Firebenders receive fewer disguises, but it also might cost the PCs time. Furthermore, if they've tangled with the Firebenders before, Mio might decide that the pressure of the PCs' interference means she has to try to move more quickly, costing the PCs still more time.
- Tiger-Monkey confronts the heroes, believing that they are conspirators in an Air Nomad plot. He will attempt to question them on why they came into the city with Rioshon, whom they've spoken to since, and what they are doing trying to get close to the princess. If they don't answer him to his liking, he will attack them to prevent them from carrying out their conspiracy.
- Mio catches wind that the heroes are on her trail and decides to take them out before they can warn the princess of the plot. She sends a group of Firebenders to openly attack the companions in the hopes of delaying them.
- Fire Lord Sozin is worried that his plot won't be enough to keep Air Nomad philosophy from taking root in the Fire Nation, but he's still concerned about acting too openly himself. He decides to have Minister Zianda order Khandro's



arrest as an enemy of the nation, fully disrupting the symposium and putting the whole wedding in jeopardy.

- Minister Zianda has decided to attend Zeisan's symposium, to be right there when the attack occurs so he can later give firsthand testimony to the viciousness of the fake Airbenders. As the PCs are trying to reach Zeisan, they run directly into Zianda, who might recognize one or more of them based on their history or reports Zianda has received from Mio.

HOW DOES IT END?

Depending on how soon the PCs get to Princess Zeisan, the ending of this scenario can take a few different turns. While this seems straightforward, it may end in one of a couple of different ways based on player actions.

- The heroes make it to Princess Zeisan before the symposium and warn her of the attack. With Rioshon's backing, she believes them, but chooses to go forward with the symposium anyway to catch the conspirators in the act. When the Firebenders attack, she is prepared to out them for who they really are. This exposes Minister Zianda and Mio as perpetrators and turns the Fire nobles towards Zeisan's favor.
- The heroes can't make it to Princess Zeisan before the symposium, but arrive in time to be there when the Firebenders attack. They defend Zeisan and the

symposium from the attack, but in the confusion they might seem like the attackers—they'll have to prove themselves to Zeisan amid the chaos. Even if they fend off the attack, there is enough chaos to give the Firebenders and Zianda a chance to flee before being caught, leading the PCs into a chase to catch the culprits.

- The heroes do not make it to the symposium in time and the Firebenders attack the symposium espousing xenophobic views and anti-Fire Nation propaganda. Zeisan and her allies are unprepared for the attack, and the effect is catastrophic and sensational. Tiger-Monkey captures and interrogates some of the Firebenders for his own investigation; the Firebenders continue to pretend to be Guiding Wind radicals, and Tiger-Monkey's report ultimately leads the nobles to believe the Guiding Wind is responsible for the attack.
- The heroes convince Princess Zeisan to cancel her symposium, though she is deeply reluctant to do so. The Firebenders can't attack the symposium, but she won't get another chance to sway so many of her peers at once than the one her upcoming wedding provided. The Fire Lord's propaganda now has a much better chance of taking root in more of the nobility.

INTRODUCTION

At the start of the game, the PCs are all visiting the Capital because they were invited to travel alongside Sister Rioshon. They have all met previously during another adventure in which they saved Rioshon from bandits. Rioshon asked for an additional escort to the city, and they provided that to her. She explained to them that though she wanted to believe the best for the Fire Nation, Fire Lord Sozin, and the overall situation, her own agents had provided information that made her suspicious of a larger conspiracy—in particular, she was being offered an apartment as a royal guest, and she assumed that was being done to keep tabs on her. Having the PCs escort her to the city would help ensure no one acted against her, and having more friendly faces in the city would only help. Once in the city, the PCs remain both to aid Rioshon and for their own reasons. If nothing else, the excitement and celebrations of the impending wedding is enough to keep the heroes around for a few weeks, and explain why no one would be suspicious of their presence.

The heroes are all in the city square when they notice Minister Zianda enter Unzai's teahouse (see page 11) and stay for only a moment after speaking with the tea master. He then goes into the alley beside the teahouse to meet with some individuals who are wearing neutral clothing—the Firebenders led by Mio, though the PCs won't know it. Mio's group looks strange to the heroes, and they have a chance to watch the exchange that happens there.

Minister Zianda hands Mio's group a scroll and then leaves rather quickly, trying to depart while drawing no attention. The scroll is the first concrete clue to the overall conspiracy, and it draws the PCs' attention. They might decide not to act to obtain the scroll immediately (see page 12) but it's quite likely they will decide to get the suspicious scroll. The PCs can do anything they want here to find out what is on the scroll, from stealing it, following the suspicious group, or even confronting them directly. Mio's group was getting ready to find one more set of Air Nomad clothes, after which they would head to Hari Bulkan to attack the princess's symposium, using back alleys, shortcuts, and help from other conspirators to move through the city at speed.

The scroll itself is written in simple language and directs the group to where an unsuspecting Air Nomad will be later this afternoon and then tells them exactly what time to show up to the symposium. It doesn't explicitly provide orders for what the group is doing in either of those two situations. The scroll carries Minister Zianda's seal and not much more in the way of identifying marks.

After the heroes get the scroll or Zianda and the Firebenders exit the scene, Sister Rioshon approaches the PCs, revealing that she had been hidden in the shadows, following Zianda after escaping her Fire Nation guards. She has been watching Minister Zianda periodically for a few days now after her suspicions about the missing Air Nomad clothes led her to believe he was behind it. She couldn't act openly herself for fear of being recognized and playing right into the hands of any opponents, violating the hospitality of Fire Lord Sozin and getting thrown in prison. But now, she has had her suspicions confirmed. The scroll is direct,

tangible evidence of a conspiracy, but Minister Zianda's meeting alone is enough to convince Rioshon that something is happening, and that Zeisan must be warned.

If the PCs do have the scroll, then Rioshon is able to decipher exactly what the scroll means and why it is significant. Without Rioshon's information, the scroll simply reads as locations and times devoid of context. Even without the scroll, however, Rioshon gives the context of Minister Zianda's desire to discredit the princess, and can speculate on how he plans to do it. Many Air Nomads have had their clothes stolen; with the scroll, Rioshon realizes that its time and location indicate when the thieves will use those stolen clothes—tonight, at Princess Zeisan's symposium, where they can cause mayhem while disguised as Air Nomads. Without the scroll, Rioshon can't be certain, but the lineup of the missing robes, symposium, and Zianda's behavior is too much to be coincidence—she feels confident they're moving against the symposium.

Rioshon will ask the heroes to help the princess and tell her about the plot to disrupt her symposium. This isn't an easy task because the group can't simply walk up to the princess—there are plenty of Fire Nation soldiers guarding the royals. Some of those soldiers will even be part of Zianda's conspiracy, and will likely have been alerted of Rioshon's connection to the PCs; they will get in the PCs' way as they approach. Rioshon knows all this, but still asks the PCs to undertake this task for her, giving them a token of her time with Zeisan—a small fan—that will prove to Zeisan that they can be trusted. If they press Rioshon about why she can't perform the task herself, she'll refer back to how she's expected at the palace, where she is a royal guest, and how she has Fire Nation guards who are supposed to be watching her every move. If pushed a bit further, she'll dissemble, though astute PCs can pick up on the difficult stew of feelings Rioshon has toward Zeisan—her desire to avoid Zeisan for the princess's own good mixing with her remaining feelings for and desire to see Zeisan.

WHAT NOW?

After Sister Rioshon asks the PCs to warn Princess Zeisan of the impending attack, they must make their way to Hari Bulkan. How they get there is up to them, though at its most basic they know the general direction they have to travel—they should never be stumped for how to get closer, instead only encountering difficulties and opposition along the way. For example, one complication that should always show up is Tiger-Monkey; as the PCs move toward Hari Bulkan, Tiger-Monkey confronts them about their dealings with Rioshon. Tiger-Monkey is independent and not in on the plot against the princess. If the companions can convince him that Minister Zianda is up to no good, he will likely help them, though convincing him will require evidence and a clear picture of the overall scheme—having the scroll will be a huge help! If they can't, he will attempt to stop them at every turn, requiring the heroes to fight him to get past him and to the symposium. After dealing with Tiger-Monkey, the PCs will need to get to Hari Bulkan in time to warn the princess.

IMPORTANT CHARACTERS & GROUPS

The following pages contain information on these NPCs along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

Factions or groups tied to NPCs that come into play in the adventure are listed after the important NPC. In a combat, the gang and the leader would act separately in regards to exchanges and choosing techniques.

PRINCESS ZEISAN

LEGENDARY NPC

Princess Zeisan believes her brother and the rest of her family are dangerously out of balance. She hopes to convince the Fire Nation nobility to adopt Air Nomad beliefs and turn them away from her brother—if they ever truly adopted the beliefs of the Guiding Wind, then they would begin to combat the corruption of the wider aristocracy. Her symposium is a vital part of that plan, and she needs it to go off without a hitch to convince key nobles to turn their support towards her and the Air Nomads.

The Princess is aware that her brother has been trying to undermine her efforts and is worried about her symposium. She isn't aware of Minister Zianda's plans, and if the heroes bring the information to her, she sees it as proof that hers is the best way forward. She decides to let the Firebenders attack so that she and the companions can unmask them together in front of the symposium to discredit her brother and his tactics.

List of important characters & groups

- **Princess Zeisan**, the Fire Lord's sister and target of a plot to discredit the Air Nomads in the Fire Nation.
- **Sister Rioshon**, an Air Nomad secretly in love with Princess Zeisan, aware of the plot against the princess and seeking a way to stop it.
- **Minister Zianda**, Fire Lord Sozin's right hand, and the architect of the plot to discredit Princess Zeisan.
- **Mio**, Fire Lord Sozin's bodyguard and the person in charge of the Firebenders who will pretend to be Air Nomads to discredit the princess.
- **Mio's Firebenders**, a group of Firebenders loyal to Fire Lord Sozin who are pretending to be Air Nomads of the Guiding Wind to attack Fire Nation nobles and discredit Princess Zeisan.
- **Tiger-Monkey**, an independent investigator hired by Fire Nation nobles to investigate the rumors that the Air Nomads are up to no good.
- **Khandro**, an Air Nomad monk who is the leader of the Guiding Wind and betrothed to Princess Zeisan.

SISTER RIOSHON

MAJOR NPC

Sister Rioshon is an Air Nomad who is in the Fire Nation on personal business. She is not a member of the Guiding Wind, but she is sympathetic to their philosophy—in particular, she appreciates the Guiding Wind turning away from politics and noble society, even as she feels forced to engaged with that society by her birth and by the wrongdoing she sees in her own family. She sees the conflicts between the Guiding Wind and wider Air Nomad society, but to her mind, the core of their beliefs is true. Sister Rioshon trained Princess Zeisan in the Air Nation and taught her how to chi-block. During their training, the two fell in love, but Zeisan's goals, duties, and political desires meant that she couldn't allow herself to show her feelings for Rioshon, and Rioshon honored Zeisan's goals by hiding her own feelings. Sister Rioshon understands Zeisan's goals and would never do anything to disrupt her love's plans to overthrow the Fire Lord.

Sister Rioshon was invited to the Fire Nation Capital by nobles to teach their children Air Nomad ways. This is a direct result of Princess Zeisan's influence and Rioshon knows it. If something happens at the princess's symposium to discredit her and the Air Nomads, she is likely to lose her own influence over the Fire Nation nobles who currently look to her for guidance.

DRIVE: To protect Princess Zeisan

PRINCIPLE: Love 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Chi-Blocking Jabs, Air Cushion

MINISTER ZIANDA

MAJOR NPC

Minister Zianda is Fire Lord Sozin's right hand and an expert Firebender. He has been charged with discrediting Princess Zeisan and the Guiding Wind in the Fire Nation so that the Fire Lord can finally be rid of his sister. The Minister was minister under Fire Lord Sozin's father and has been an adviser to the Fire Lord for many years. He is loyal to a fault to the throne and blindly follows whatever the Fire Lord wants. He would do—and has done—anything for the Fire Lord, up to and including crimes that would get other nobles arrested.

The Minister is recognizable for his jewelry, complex hairstyle, and fine robes. He rarely leaves Hari Bulkan except on important business. The PCs first spot him in the lower level of the Fire Nation Capital, where he is incognito and not wearing his adornments, but still recognizable. His presence there is suspicious in its own right.

DRIVE: To eliminate threats to Fire Lord Sozin

PRINCIPLE: Power 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Breath of Fire

MIO

MAJOR NPC

Mio is Fire Lord Sozin's personal bodyguard. Normally, Mio wears a mask that covers her entire face, and is not seen without it. This makes the mask her most identifiable trait, and in fact without her mask, she can pass without being noticed or identified, even in the Fire Nation Capital. This makes her the perfect candidate to work with Minister Zianda and lead the Firebenders who are pretending to be Air Nomads. Mio is completely loyal to Sozin and wants to bring the princess down just as much as the Minister—though technically, she is not loyal to the Minister directly.

Mio has equipped her Firebenders with Airbender gliders and canisters of gas that expand when heated. This allows them to create hot gas currents to glide on and create blasts of air to pretend to be Airbenders. These canisters are not small, and they need the Air Nomad robes not just to look the part, but also to hide the canisters on their bodies.

DRIVE: Serve Fire Lord Sozin at all costs

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Afraid, Guilty, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Fire Whip, Flame Knives*

MIO'S FIREBENDERS

MAJOR NPC GROUP

Minister Zianda and Mio have selected the most loyal Firebenders from the Fire Nation army they could collect to pretend to be Airbenders. The heroes may encounter the Firebenders in the street while they attempt to steal an Air Nomad's clothing. They may also deal with them when the Firebenders attack the symposium.

When the Firebenders attack the symposium, they yell out quips and phrases amounting to "death to nobles" and "down with the Fire Nation." The Firebenders work together in a coordinated attack. They aren't trying to kill anyone, or even hurt them, they just want to disrupt the symposium and scare the nobility into believing the Guiding Wind is attacking. At their core, these Firebenders believe in the hierarchy of the Fire Nation and that everything they are doing, deceptive as it is, will help their nation.

Note: This represents a small group, 5-10 Firebenders, working together. If you need to represent individual Firebenders, stat them up as Minor NPCs with one condition, 3 fatigue, and a balance track from 0 to +1.

DRIVE: Undermine Guiding Wind influence in the Fire Nation

PRINCIPLE: Patriotism 0 +1 +2

CONDITIONS: Angry

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Coordination, Fire Blade, Air Swipe**

*These Firebenders simulate this airbending technique through their attached equipment

TIGER-MONKEY

MASTER NPC

Tiger-Monkey is an expert Firebender and independent spy working for Fire Nation nobles. Fire Lord Sozin's propaganda against the Guiding Wind has made some nobles nervous and interested in getting the truth outside of that propaganda. When Princess Zeisan announced her marriage to Khandro, a coalition of such nobles hired Tiger-Monkey to investigate the Guiding Wind. He has been following members of the Guiding Wind, keeping tabs on what they do and whom they interact with.

When Sister Rioshon entered the city, she and her own associates—the heroes—became subjects of interest. The nobles know that Princess Zeisan trained with Rioshon, and they encouraged Tiger-Monkey to look in on her and learn more about her and any relationship she might have with the Guiding Wind. Tiger-Monkey observed her, though not constantly and not nearly as much as the Fire Nation soldiers set to watch her by the Fire Lord. Over time, Tiger-Monkey saw Rioshon's circumspect behavior—in reality a response to being monitored by those soldiers—as evidence she was up to something. After her known associates, the PCs, begin rushing through the city to Hari Bulkan right as Zeisan's symposium is scheduled, Tiger-Monkey becomes worried that there is a plot against the princess or the Fire Lord, presumably launched by Guiding Wind sympathizers.

DRIVE: Investigate the Guiding Wind

PRINCIPLE: Integrity 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: *Fire Stream, Flame Knives*

KHANDRO

MAJOR NPC

Khandro is an Air Nomad and the leader of the Guiding Wind. He believes that the Air Nomads have grown complacent in working with the other nations, the greed and corruption of those other cultures influencing and poisoning the Air Nomads. He hopes to disrupt the current regimes across the world and bring balance back to the Four Nations as he sees it. In a bid to help the Fire Nation, thereby reorienting its culture and norms to achieve balance, he has agreed to marry Princess Zeisan. Her own political goals are to overthrow her evil family and bring balance back to the Fire Nation, and Khandro is on board with this plan and wants to support the princess in any way possible.

Khandro will be at the symposium's area before it starts. When the heroes arrive at the symposium, he is the first person that they meet. Khandro stands as an intermediary between the PCs and the princess. He can help them with a myriad of things from finding the princess to getting into the symposium.

DRIVE: Help Princess Zeisan disrupt her family's dark ambitions

PRINCIPLE: Devotion 0 +1 +2

CONDITIONS: Afraid, Angry, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Cannonball, Wind Run*

IMPORTANT LOCATIONS

The Fire Nation Capital is located on an inactive volcanic island. The harbor houses the lower class and working class people while the inner caldera houses the Fire Nation nobility and royal palace. In between is the capital proper where most of the citizenry live and thrive.

The caldera is called Hari Bulkan, and it is where much of this adventure will be taking place. Hari Bulkan is filled with nobility and their estates, though firebending academies and even the most well-protected prison in the Fire Nation are located there. The royal palace sits in the center of the caldera, and homes radiate away from the huge square directly in front of the palace. That square is meant for the entirety of the population of the Capital to gather for royal proclamations and important events, and it's the location of Zeisan's symposium.

As the heroes try to wend their way toward the symposium in Hari Bulkan, they're taking up time (see page 5).

RIOSHON'S APARTMENT

Air Nomad Rioshon is the PCs' main point of contact for this adventure. While she is under the guard of Fire Nation soldiers, her apartment is the only place where the PCs can meet with her in semi-private. The apartment is owned by the royal family, and is located in the Capital proper, near the exit to Hari Bulkan. This area of the city is filled with similar style apartments meant for visiting dignitaries from all the other nations.

The apartment is small, well-appointed but meant only for temporary living. It's impossible to enter or exit without the Fire Nation soldiers who are stationed outside noticing, but while inside the tiny apartment Rioshon can use her airbending to muffle sounds and gust loud winds outdoors, giving the group reasonable privacy to talk. If they're willing to spend the time to do so, the heroes can come to Rioshon for help and expect complete privacy during their conversation—the only cost is that the clock will likely tick forward during their conversation...

HARI BULKAN SQUARE

The square in Hari Bulkan is meant as a gathering place for all Capital residents, and it is regularly filled with people. No matter if anything is going on or not, the square serves as a passthrough for getting from one location to another in the caldera and people are constantly moving back and forth.

When nothing is going on in the square, the side streets and all entrances are open and available to the public. This allows people to move freely, though guards are always stationed at the royal palace. If an event is going on, Fire Nation soldiers take up guard at the entrances further from the royal palace and at side streets to ensure unwanted visitors don't take the opportunity to venture too close to the residential areas of Hari Bulkan.

The square is where Princess Zeisan is planning on holding her symposium. The heroes may find that closer to the event, travel to the square becomes more difficult as soldiers take up their positions and people stream towards the square.

OPEN-AIR MARKET

In the Capital proper, several markets dot the city. These markets hold stalls selling food, clothing, jewelry, and anything else imaginable. Several clothiers in the open-air market near Hari Bulkan are taking advantage of the upcoming wedding to put on display the most gorgeous and outrageous clothing they have available. Heroes wanting to slip into Hari Bulkan without standing out can find appropriate clothing here without drawing too much attention.

Clothing will be pricier than normal, as merchants try to take advantage of the celebrations. Shopkeepers are willing to haggle over prices, but that might take precious time.

UNZAI'S TEA HOUSE

Located near the open-air market, Unzai's tea house is a small, well-worn local establishment, its paint faded and its floor scuffed from use over many, many years. This is where Minister Zianda meets with Mio to hash out their plans for the attack on the princess's symposium—Zianda hands over instructions on where to find Air Nomads to attack and gather robes from, and to give times and instructions for the attack on the symposium.

Unzai, the proprietor, is a close personal friend of Minister Zianda and would never divulge his secrets without dire pressure from someone on the outside of his little cadre of friends. The heroes may attempt to question him, but he will pretend he knows nothing of the meetings unless they threaten him or have evidence he is lying. While he is close to Zianda, he won't endanger himself by continuing a lie when there is clear evidence against it.

THE CITY STREETS

The city streets of the Capital are filled with shops and stalls and people moving from one place to another. The city is built in a circular pattern radiating away from the volcano with one road leading up to Hari Bulkan in a winding path up the mountain. While this road is distantly visible from almost everywhere in the city proper, the streets of the Capital can be a maze for those unfamiliar with its quirks, and actually finding a speedy route to the main road can be difficult all on its own.

The heroes may find that it is easy to get lost in the city streets if they aren't careful, leaving them easy prey for an ambush by the Firebenders...or by Tiger-Monkey, who is following them after seeing them interacting with Rioshon. He will confront them after he realizes they are trying to get to Hari Bulkan, as he fears they are part of the Guiding Wind conspiracy to disrupt the symposium. When he confronts them, Tiger-Monkey will not endanger any of the other civilians out on the streets...but he won't hesitate to take advantage of the geography, the carts, the stalls, and anything else so long as it won't put others in danger.

Once a traveler finds the road up to Hari Bulkan, they must then make it past the Fire Nation guards restricting access—after all, the Fire Nation nobility wouldn't want just anyone entering into the royal city. The guards inspect would-be entrants, asking them questions, sometimes asking for documents as needed. PCs who don't look the part of a Fire Nation citizen, let alone a Hari Bulkan resident, will find themselves under harsh scrutiny.

GM ADVICE

This adventure plays out in a rather straightforward manner. The companions find out about the plot to disrupt the symposium, go to the symposium to warn Zeisan, then stop the Firebenders from disrupting the symposium. While there's very little that can go wrong for the heroes in this scenario, they might feel stuck or railroaded into doing things the right way.

If the heroes are reluctant to interrupt Minister Zianda at the start of the game, or to directly confront the Firebenders as they depart, then the heroes may not gain access to the scroll that points to Zianda's immediate plans. Sister Rioshon still approaches the PCs, though, even if they lack the scroll—she is the best way to make sure the PCs understand enough of what's going on to act. If they don't have the scroll, she still asks them to warn the Princess Zeisan about a possible plot to discredit her. Rioshon has enough information from the Air Nomads who have been attacked to put the general outline of the plot together. Even if she doesn't have confirmation that Minister Zianda is planning to attack the symposium, she has enough evidence to make her suspicious and give the heroes the same goal. From what she's learned during her own secret investigations and her conversations with Fire Nation nobility, she knows Zianda has a vendetta against Zeisan. She also knows that this latest, odd meeting near the tea house is happening very close to the symposium, and if Zianda wanted to disrupt Zeisan's efforts, the symposium would be a perfect target. Without hard proof that Minister Zianda is involved, it will be harder to convince Tiger-Monkey that there is a plot against the princess, so keep that in mind when the PCs interact with him.

If the players are having a hard time deciding the best way to get to the princess, you can help prompt them with information they know about the world, thereby giving them some intermediary steps to focus on. Hari Bulkan is where the symposium is happening, so the PCs first have to find their way there from other parts of the city. Hari Bulkan is a wealthier, more restrictive section of the city, so the PCs might want to procure Fire Nation nobility clothing to fit in and go unnoticed. Once in Hari Bulkan, the PCs will have to actually find the symposium and get in to see Zeisan. Each of these steps can be a scene in which the heroes have time to process what they are doing and interact with each other along the way...and in which other things can happen, including Tiger-Monkey's approach or a Firebender ambush. All the while, don't forget to tick the clock to impress upon the companions the urgency of their mission.

Tiger-Monkey is following the heroes and will approach them after he realizes they are making their way to Hari Bulkan. Use him to break up a travel scene, or as a GM move on a miss while navigating the city. Depending on how they interact with Tiger-Monkey, he might follow them the entire way to Hari Bulkan, requiring them to take time to defeat him or convince him to leave them alone. If they convince him to help them, he might shave some time off their trip by leading them directly to the square in Hari Bulkan.



If the PCs get to the symposium before it starts and then successfully get into a meeting with Zeisan, they may find Princess Zeisan's mandate to wait to unveil the attackers hard to deal with. If the PCs want to take out Mio before her Firebenders ever make a move on the symposium, they're free to hunt for the Firebender conspirators, likely needing to **assess a situation** or even **rely on their skills and training**. Princess Zeisan will thank them for their help no matter when they unmask her attackers, and if they hope to salvage the symposium, she'll accept their aid. As part of the symposium, the princess will unveil the plot her brother had against her and use it towards her advantage to sway the nobility to her side.

ADVENTURE HOOK

The heroes helped accompany Sister Rioshon to the city, but they meet her for the first time during play when she approaches the heroes after they saw Zianda and the exchange at the tea house. She charges them to warn Zeisan, and she can help figure out the conspiracy behind the scroll if the PCs have it—or she can suggest they might want to nab the scroll to figure out what is going on. Sister Rioshon vouches for them, and protects them from any blowback from their antics in trying to retrieve the scroll as best she can...but she can't save them from everything, as she is at best a visiting dignitary.



PRINCESS ZEISAN

Roku Era

"Without air, fire suffocates; under a gale, fire is snuffed. Balance builds the hottest flames."

DRIVE

Overthrow the reign of her brother, the Fire Lord Sozin, and restore the Fire Nation's ruling family to balance

HISTORY

Zeisan is the sister of Fire Lord Sozin, second in line to the throne but born without Firebending. Her teachers and parents pitted her against Sozin throughout their childhoods. The competitions were meant to drive Sozin to ever greater heights and to draw Firebending abilities out of Zeisan. When the struggles between the two failed to transform Zeisan into a Firebender, her teachers turned their focus entirely upon Sozin. But Zeisan refused to stop competing, studying, and growing, striving to prove herself worthy of her family legacy...until she realized, while studying Air Nomad philosophies, that maybe her family legacy wasn't worthy of her.

When Sister Rioshon came to the Fire Nation Capital as a teacher, Zeisan devoted herself to Air Nomad training, thinking she might gain new skills that would make her a match for Sozin. Zeisan connected with Air Nomad philosophies and techniques in a way no one could have foreseen. She learned Air Nomad styles of motion and action, and Rioshon even gifted Zeisan with the secrets of chi-blocking.

Zeisan didn't just connect with the Air Nomad's teachings, however...she connected with Rioshon herself. The two of them fell in love just as Zeisan's views of the world were shifting, but they have never felt free to express their love to each other. While their hearts sang in each other's presence, Zeisan had grown to see her family and their legacy as a blight upon the world. She couldn't leave her whole life behind to be with Rioshon, not when she believed that she was the best chance to fix the Fire Nation. So she did her best to hide her feelings.

Instead of running away from her responsibilities, Zeisan decided to find a way to dismantle her family's legacy of corruption. She eventually connected with the Guiding Wind, the new movement of Air Nomads with anti-nobility beliefs and an active presence in the world. Zeisan eventually proposed a political marriage with Monk Khandro, the leader of the Guiding Wind. It was an alliance that would grant the Guiding Wind a strong foothold in the Fire Nation while giving Zeisan useful allies in her home territory. Neither Zeisan nor Khandro bear love toward the other, but both see the marriage as well worth the sacrifice.

Through it all, Zeisan has demonstrated her indomitable will and desire to better the world by taking on the corrupt and vile, even if it means sacrificing her own personal happiness and possible relationship with Rioshon.



PRINCIPLE

0 +1 +2 +3 +4

INTEGRITY



FATIGUE

CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ ENRAGED
- ☐ OBSESSED
- ☐ OBSTINATE



HOW TO PLAY ZEISAN

- **Aim at the goal.** Everything Zeisan does serves her goal of overthrowing Sozin and eliminating the legacy of corruption she sees in the Fire Nation's ruling family. Always play to that goal.
- **Be willing to sacrifice and ask for the same.** Zeisan is willing to give anything from herself for a good cause. She'll call on others to give the same.
- **Now and then, relax and lament.** Zeisan believes she's lost her chance for a happy life with Rioshon, and every now and then, her drive will abate and she'll take a moment to pause, reflect, and lament what she's lost.

BRING ZEISAN IN...

- ...when the PCs are trying to move through the wealthy and prestigious upper class of the Fire Nation Capital.
- ...when the companions are engaging with the Guiding Wind and the role of Airbenders in the world.
- ...when the heroes find themselves in opposition to Fire Lord Sozin and his forces.

TECHNIQUES

CHI-BLOCKING JABS*

ADVANCE & ATTACK

Pinpoint weapon or hand strikes to block a foe's chi. Mark 1-fatigue to block a foe's chi with your strikes, inflicting a condition and rendering a limb useless (and blocking bending with that limb). An enemy with one fewer useful limb chooses 1 fewer technique to use each exchange. Limbs become usable again when combat ends or three exchanges pass.



SWITCH IT UP

EVADE & OBSERVE

Switch up your style, footwork, weapon, or bearing, causing your foe to second-guess your next move. Mark 1-fatigue to become Prepared and force an engaged foe to reveal their choice of approach before you choose yours during the next exchange.



SQUALL-STYLE STRIKE*

ADVANCE & ATTACK

Fling yourself into a nearby wall or structure, and then launch off it with all the force of your body aimed down your arms to strike directly at an enemy's nerve point. Mark 2 fatigue to inflict Stunned on your target; they clear their head and lose Stunned after one exchange. For each additional fatigue or condition you mark when you use this technique (maximum of 3 additional fatigue or conditions), your target remains Stunned for one additional exchange.



*Rare Technique

ZEISAN AS A TEACHER

Zeisan is active and driven, constantly pursuing her own goals. She'll only make time to teach a student if she feels truly indebted...or if it serves those very own goals. A hero who helps Zeisan and then asks for training in turn would become an even more powerful ally for her, so she very well might teach them so she can call on them later. Similarly, a hero who stands with Zeisan against the Fire Nation nobility would only be a greater asset in the fight if Zeisan spends some time teaching them her own techniques. With all that said, she will always look back fondly upon her time learning from Rioshon, for how it helped her find herself and her beliefs, and how she fell in love with Rioshon while learning from the Air Nomad. It was one of the happiest times in Zeisan's life, and she might choose to teach a student who reminds her of Rioshon or herself in order to try to get back a sliver of that happiness. Her heart truly belongs to Rioshon, even if she never said so out loud, but she can find comfort, happiness, and relief in training another person and forming a meaningful bond with them. Heroes who play into trying to support Zeisan as a person, helping her to restore herself in the face of her many sacrifices and her burning drive, may have a better chance of convincing her to teach them.

Suggested Mastery Conditions

- Defeat and depose a powerful and corrupt Firebender
- Sacrifice something vital and important for a greater cause
- Connect with another person on a deep and meaningful level

WHERE TO FIND ZEISAN

Zeisan's efforts are focused on the Fire Nation Capital and her own family. She's most often in the Fire Nation Capital and in Hari Bulkan in particular. That way she can keep tabs on her brother and the other nobles' comings, goings, and plans while also continuing to openly advocate her position. PCs can most likely find her in Hari Bulkan, especially in her own quarters in the palace and outside of the palace, or at important functions in the city.

She will still leave the Fire Nation on missions that serve her overall purpose, in particular when she can either support the Guiding Wind or undermine some particularly corrupt endeavor of the Fire Lord. She'll try to stay out of sight and away from attention while on these missions, as she can't afford to be branded a criminal or illegal dissident—that would hinder her plans too much. She'll often work through other agents, as well, like the PCs when she has such a mission to perform. In these cases, PCs are far less likely to find Zeisan than she is to find them.

NYANCHI

THE BOLD

Sister Nyanchi has always been a stubborn free spirit, and she was chafing at the stodgy teachings at the Eastern Air Temple where she was born. When Boin arrived on pilgrimage to the Air Temple to discuss helping the Earth Sages, Sister Nyanchi saw a kindred spirit and an opportunity. Under Boin's tutelage, she could leave the Air Temple, see the world, and have a good time while doing it. Sister Nyanchi took up Boin's mission of spreading the word about the Earth Sages, and together they have been traveling the world. Recently, Nyanchi decided that she wanted to visit the Fire Nation, and she convinced Boin to accompany Rioshon so that the pair would be in the Fire Nation Capital in time for the upcoming wedding... even though she had to hand-copy 500 flyers about the Earth Sages to hand out along with Boin.

**BACKGROUND:**

Monastic, wilderness

DEMEANOR:

Enthusiastic, Talkative

TRAINING:

Airbending

FIGHTING STYLE:

Twisting, arcing, swirling miniature cyclones

CONNECTIONS

_____ scoffs at me and my plans; one day I'll show them what I can do.

_____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

⊕ MOMENT OF BALANCE ⊕

The greatest heroes of your age may have overwhelming confidence, but balance isn't about pursuing greatness for the sake of greatness. You find a way to stand with your companions like no one else ever could. Tell the GM how you strike down an impossibly strong enemy or obstacle to protect your friends from harm as the best version of yourself.



SISTER NYANCHI, THE BOLD

LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- ☐ successfully lead your companions in battle
- ☐ give your affection to someone worthy
- ☐ start a real fight with a dangerous master
- ☐ do justice to a friend or mentor's guidance
- ☐ take down a dangerous threat all on your own
- ☐ openly outperform an authority figure
- ☐ save a friend's life
- ☒ get a fancy new outfit
- ☒ earn the respect of an adult you admire
- ☐ openly call out a friend's unworthy actions
- ☐ form a strong relationship with a new master
- ☐ stop a fight with calm words
- ☐ sacrifice your pride or love for a greater good
- ☐ defend an inhabited place from dire threats
- ☐ stand up to someone who doesn't respect you
- ☐ make a friend live up to a principle they have neglected
- ☐ show mercy or forgiveness to a dangerous person
- ☒ stand up to someone abusing their power
- ☐ tame or befriend a dangerous beast or rare creature
- ☒ pull off a ridiculous stunt

GROWTH

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you express vulnerability by admitting you were wrong or that you should have listened to someone you ignored?

GROWTH ADVANCEMENTS

- ☐ Take the move **Not Done Yet!**
- ☐ Take the move **Fighting Like Dancing**
- ☐ Take +1 to Focus
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Small Vortex* at learned level

MOVES

BEST FRIEND

Your best friend is small, fuzzy, and dependable. Unlike all your other relationships, this one is simple and true. You can understand and communicate with your small companion and—although they may give you a hard time now and again—they are always there when you need them most. Whenever your pal could help you push your luck, mark fatigue to roll with **CREATIVITY** instead of **PASSION**. If your pet ever gets hurt, mark a condition.

STRAIGHT SHOOTER

When you tell an NPC the blunt, honest truth about what you really think of them and their plans, roll with **FOCUS**. On a hit, they'll look upon your honesty favorably; they'll answer a non-compromising question honestly and grant you a simple favor. On a 7–9, they also give you an honest assessment of how they see you; mark a condition. On a miss, you're a bit too honest—they're either furious or genuinely hurt.

NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more combat exchange. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

FIGHTING LIKE DANCING

When you **advance** and **attack** against a group of foes—or a foe who has previously defeated you—roll with **HARMONY** instead of **PASSION**.

TECHNIQUES

TAG TEAM

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

SMALL VORTEX

EVADE & OBSERVE

L ⊗ P ⊗ M ⊗

Spin a single enemy off the ground on a small vortex. Mark 3-fatigue; your target becomes *Impaired* and *Stunned*.

- CREATIVITY [+1]
- FOCUS [+1]
- HARMONY [+1]
- PASSION [-1]

LOYALTY



CONFIDENCE

FATIGUE

CONDITIONS

- **AFRAID**
-2 to intimidate and call someone out
- **ANGRY**
-2 to guide and comfort and assess a situation
- **INSECURE**
-2 to trick and resist shifting your balance
- **GUILTY**
-2 to push your luck and +2 to deny a callout
- **TROUBLED**
-2 to plead and rely on your skills or training

STATUSES

- | | |
|--|--|
| POSITIVE <ul style="list-style-type: none"> ■ Empowered ■ Favored ■ Inspired ■ Prepared | NEGATIVE <ul style="list-style-type: none"> ■ Doomed ■ Impaired ■ Trapped ■ Stunned |
|--|--|

EZRA

THE HAMMER

Ezra grew up in the Fire Nation Capital and trained as a Firebender along with other noble children. When he was young, he had a dispute with Minister Zianda, who took the effort to get him kicked out of firebending school and banished from ever learning in any Fire Nation academy. Ezra, bereft of other options, took to the streets and eventually ended up in the Earth Kingdom. There he trained with Earthbenders to hone his own bending, ultimately creating a hybridized, forceful way of bending. Now an adult, Ezra has returned to the Fire Nation. He agreed to accompany Rioshon to the Fire Nation Capital so that he might lay Minister Zianda low in revenge for getting him banished from his firebending school.



BACKGROUND:

Outlaw, urban

DEMEANOR:

Determined, Excessive

TRAINING:

Firebending

FIGHTING STYLE:

Earthbending-influenced motions

CONNECTIONS

_____ has a way to solve problems with words instead of fists—it's really impressive!

I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

⊕ MOMENT OF BALANCE ⊕

You can knock down every wall in the world, but balance isn't found in conquest and destruction. You know some walls need to stand to keep people safe. Tell the GM how you put yourself directly in the path of an inescapable threat to completely protect someone or something from harm.



EZRA, THE HAMMER

BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Your adversary: Minister Zianda

Choose a goal you have for your adversary:

- | | | |
|---|---|--------------------------------------|
| ☐ Capture them | ☒ Depose them | ☐ Expose them |
| ☐ Discredit them | ☐ Restrain them | ☐ Exile them |

Take -1 ongoing to **plead** with, **trick**, or **guide and comfort** your adversary.

CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue and become *Inspired*. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

MOVES

☒ FUELED BY ANGER

Mark Angry to use an additional basic or mastered technique when you **advance and attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.

☒ STAND AND FIGHT!

When you provoke an NPC opponent into attacking you, roll with **PASSION**. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or become *Prepared*. On a miss, they take advantage of your provocation to strike a blow where you least expect it..

☐ WALLS CAN'T HOLD ME

When you **rely on your skills and training** to dangerously smash your way through walls or other obstacles, roll with **PASSION** instead of **FOCUS**.

☐ DRIVEN BY JUSTICE

Take +1 to **PASSION** (max +3).

TECHNIQUES

OVERPOWER

ADVANCE & ATTACK

L O P O M O

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.

BREATH OF FIRE

ADVANCE & ATTACK

L O P O M O

Breathe fire in a massive gout. Mark 1-fatigue to set alight as much or as little of your surroundings as you choose and try to set aflame any foes within reach. Those foes must either retreat and disengage with you, becoming *Impaired*, or suffer 2-fatigue and become *Doomed* as they catch fire.

GROWTH

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you make progress towards your goal against your adversary?

GROWTH ADVANCEMENTS

- ☐ Take the move **Walls Can't Hold Me**
- ☐ Take the move **Driven by Justice**
- ☐ Take +1 to Harmony
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Breath of Fire* at learned level

- CREATIVITY [+1]
- FOCUS [-1]
- HARMONY [0]
- PASSION [+2]

FORCE



FATIGUE

CONDITIONS

- **AFRAID**
-2 to **intimidate** and **call someone out**
- **ANGRY**
-2 to **guide and comfort** and **assess a situation**
- **INSECURE**
-2 to **trick** and **resist shifting your balance**
- **GUILTY**
-2 to **push your luck** and +2 to **deny a callout**
- **TROUBLED**
-2 to **plead** and **rely on your skills or training**

STATUSES

- | | | | |
|----------|--|----------|--|
| POSITIVE | <ul style="list-style-type: none"> ■ Empowered ■ Favored ■ Inspired ■ Prepared | NEGATIVE | <ul style="list-style-type: none"> ■ Doomed ■ Impaired ■ Trapped ■ Stunned |
|----------|--|----------|--|

BOIN

THE GUARDIAN

Boin is an Earthbender and devoted disciple of the Earth Sages from Omashu. He has been on a mission for the past few years to educate people across the world about the Earth Sages, ensuring that people understand how important they are to the Earth Nation. He has always been a protector, and will do anything to protect those he deems worthy. Right now, that's the Earth Sages, but individuals have won his heart over as well... individuals like Sister Nyanchi, whom he met while on pilgrimage to the Eastern Air Temple. She captured his imagination and he promised the Air Nomads that he would take care of her while they traveled together. Now he is acting as her guardian and the two are traveling to the Fire Nation together, accompanying Rioshon to visit Hari Bulkan and take part in the celebrations before Zeisan's wedding.



BACKGROUND:
Urban, monastic

DEMEANOR:
Polite, cautious

TRAINING:
Earthbending

FIGHTING STYLE:
Precise limbs of earth, stone, and rock emerging as needed

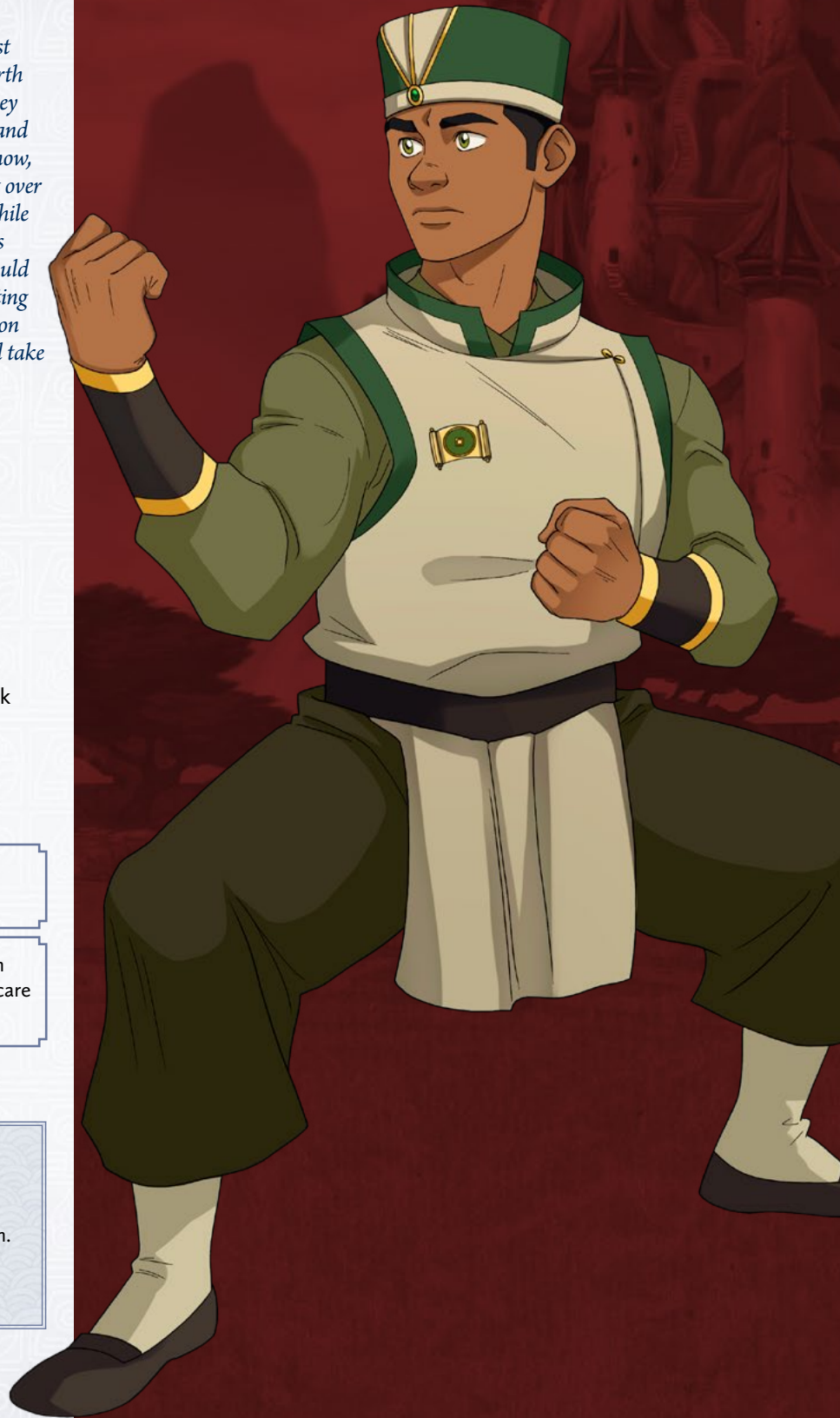
CONNECTIONS

Nyanchi is my ward—they need me to have their back, end of story.

_____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

⊕ MOMENT OF BALANCE ⊕

You've sworn to protect the people you care about, but balance is about finding your own place in the world as well. You know what you're capable of accomplishing, and you step up to show the world your unique strength. Tell the GM how you put your own life on the line to defeat a villain or danger that seems unstoppable.



BOIN, THE GUARDIAN

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Your ward: Nyanchi

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always **call on you to live up to your principle**—without shifting their balance away from center—and they take +1 to do it.

At the beginning of each session, roll, taking +1 for each yes:

- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7-9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- Take a 10+ without rolling on any move to defend or protect them
- Track them down even if they are hidden or avoiding you
- Figure out what they're up to without them knowing

On a miss, hold 1, but...you're drifting apart on different paths. By the end of the session, you must choose one:

- Decide you're the only one who can keep them safe; shift your balance twice toward Self-Reliance and keep them as your ward
- Decide they can handle life without your protection; shift your balance twice toward Trust and switch your ward to a new person

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

GROWTH

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you pursue a desire or goal of your own, outside of protecting others?

GROWTH ADVANCEMENTS

- ☐ Take the move **Martyr Complex**
- ☐ Take the move **Wait and Listen**
- ☐ Take +1 to Harmony
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique **Rock Column** at learned level

MOVES

SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with **FOCUS**. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

FURROWED BROW

Take +1 **FOCUS** (max +3).

MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

WAIT AND LISTEN

When you **assess a situation** while taking the time to use your extraordinary skills to absorb hidden or deep information, mark 1-fatigue, roll with **FOCUS** instead of **CREATIVITY**, and become *Prepared*.

TECHNIQUES

DIVERT

DEFEND & MANEUVER L O P O M O

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

ROCK COLUMN

ADVANCE & ATTACK L O P O M O

Pin a foe with a column of earth. Inflict *Impaired* on a single combatant. If they are already *Impaired*, inflict *Trapped*. If they are already *Trapped*, inflict *Doomed*.

- CREATIVITY [-1]
- FOCUS [+3]
- HARMONY [0]
- PASSION [+1]

SELF-RELIANCE



FATIGUE

CONDITIONS

- AFRAID**
-2 to intimidate and call someone out
- ANGRY**
-2 to guide and comfort and assess a situation
- INSECURE**
-2 to trick and resist shifting your balance
- GUILTY**
-2 to push your luck and +2 to deny a callout
- TROUBLED**
-2 to plead and rely on your skills or training

STATUSES

- | | | | |
|----------|------------------------------------|----------|-----------------------------------|
| POSITIVE | ☐ Empowered | NEGATIVE | ☐ Doomed |
| | ☐ Favored | | ☐ Impaired |
| | ☐ Inspired | | ☐ Trapped |
| | ☐ Prepared | | ☐ Stunned |

ZEEBEE

THE ROGUE

Zeebee is a noble from the Northern Water Tribe. When she was young, she had a close relationship with Princess Zeisan, but they have been out of touch for years because Zeebee left all her wealth and privilege behind. She wanted to see the world, and as part of that, she decided to join an outlaw group who valued her waterbending prowess. She has learned a lot during her time as an outlaw, and never plans to go back to her life as a noble. She agreed to accompany Rioshon into the city in part because she heard about Princess Zeisan's marriage and wanted to see her friend get married. She is keeping a low profile because she is worried that someone might recognize her from her old life..



BACKGROUND:

Privilege, outlaw

DEMEANOR:

Sly

TRAINING:

Waterbending

FIGHTING STYLE:

Concentrated balls of water and ice

CONNECTIONS

_____ is waaaaay too uptight, too trapped in themselves; they need to break some rules!

_____ is amazing and I hope they like me; maybe they're worth playing it straight?

⊕ MOMENT OF BALANCE ⊕

You learned early on that you had to do what you needed to survive, and that sometimes that meant you lost friends. Now, you find a new balance: rule-breaking isn't something that just drives people away—it's something you can use constructively, with your friends! Tell the GM how you lead your companions to break all the rules and accomplish an incredible feat.



ZEEBEE, THE ROGUE

⊕ BAD HABITS ⊕

You've picked up some bad habits over the years. Most other people are pretty set on trying to get you to stop. But maybe you can bring your friends along for the ride... The 4 bad habits you indulge are:

- ☒ Casual thievery and pickpocketing
- ☐ Vandalism or sabotage
- ☒ Trespassing
- ☐ Daredevil stunts
- ☐ "Charming" insults of dangerous people
- ☒ Cons
- ☒ Rabble-rousing
- ☐ Gambling

Any necessary skills or talents related to your bad habits are considered to be part of your background.

When you **indulge a bad habit on your own**, shift your balance toward Survival, and roll with Survival. On a hit, you pull it off and vent your frustrations; clear fatigue or conditions equal to your Survival (minimum 0). If you have no fatigue or conditions, mark growth. On a 10+, you also gain a windfall, a boon or opportunity—your bad habits paid off this time. On a miss, you're caught by someone dangerous or powerful, and they complicate your life.

When you **indulge a bad habit with a friend**, shift your balance toward Friendship, and roll with Friendship. On a hit, you and your friend pull it off and grow closer; each of you makes the other Inspired. On a 10+, you also obtain some useful resource or information, and become *Prepared*. On a miss, something goes terribly awry; you can either take the heat yourself, or shift your Balance twice toward Survival and leave your friend in the lurch.

MOVES

☒ SLIPPERY EEL-HOUND

When you **defend and maneuver** and choose to use Seize a Position to escape the scene, foes must mark an additional 2-fatigue to stop you, and you may bring any allies within reach when you retreat.

☒ CASING THE JOINT

When you **assess a situation**, add these questions to the list. You may always ask one extra question from these options, even on a miss.

- What here is most valuable or interesting to me?
- Who or what is most vulnerable to me?
- Who here is in control/wealthiest/has the most power?

☐ ROGUISH CHARM

When you **plead** with an NPC or **guide and comfort** someone by flattering them and empathizing with them, mark 1-fatigue to roll with **CREATIVITY** instead of **HARMONY**.

☐ WAY OF THE FUTURE

Take +1 **CREATIVITY** (max +3).

TECHNIQUES

SWEEP THE LEG

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

You attack where an enemy is weakest or most off-balance; if your foe has a total of 3 or more fatigue and conditions marked, inflict 2-fatigue. If your foe has fewer than 3 total fatigue and conditions marked, inflict 2-fatigue, but you must mark fatigue as well.

ICE GAUNTLET

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Cover your hand with a sheathe of ice. Become *Prepared*. When you next make an attack, inflict an additional 1-fatigue.

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you get a friend to join in or approve of one of your bad habits?

GROWTH ADVANCEMENTS

- ☐ Take the move **Roguish Charm**
- ☐ Take the move **Way of the Future**
- ☐ Take +1 to Focus
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Ice Gauntlet* at learned level

- **CREATIVITY** [+2]
- **FOCUS** [0]
- **HARMONY** [-1]
- **PASSION** [+2]

FRIENDSHIP



SURVIVAL

FATIGUE ◆◆◆◆◆

CONDITIONS

- **AFRAID**
-2 to **intimidate and call someone out**
- **ANGRY**
-2 to **guide and comfort and assess a situation**
- **INSECURE**
-2 to **trick and resist shifting your balance**
- **GUILTY**
-2 to **push your luck and +2 to deny a callout**
- **TROUBLED**
-2 to **plead and rely on your skills or training**

STATUSES

- | | | | |
|----------|-------------|----------|------------|
| POSITIVE | ■ Empowered | NEGATIVE | ■ Doomed |
| | ■ Favored | | ■ Impaired |
| | ■ Inspired | | ■ Trapped |
| | ■ Prepared | | ■ Stunned |